

FIG. 1

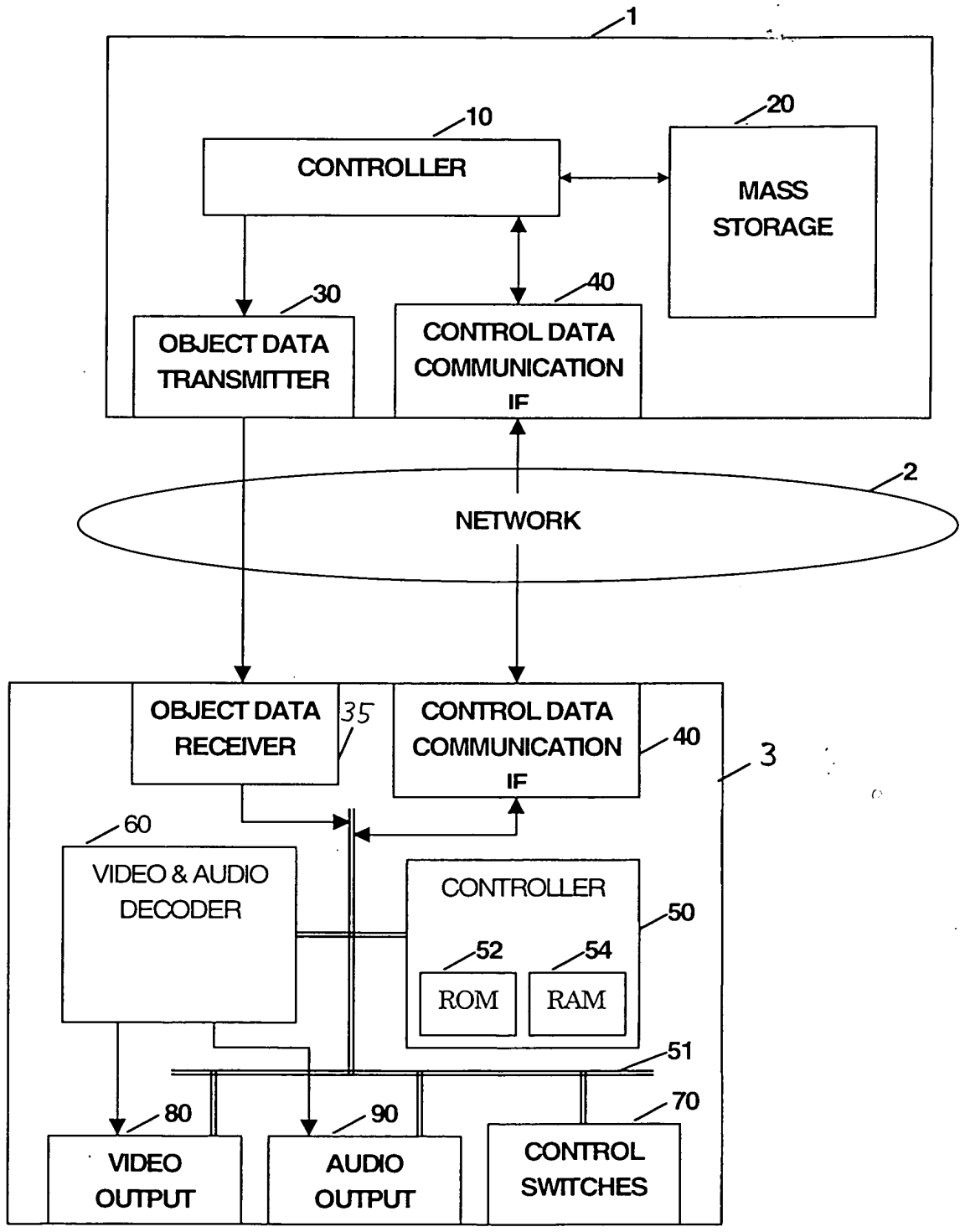


FIG. 2

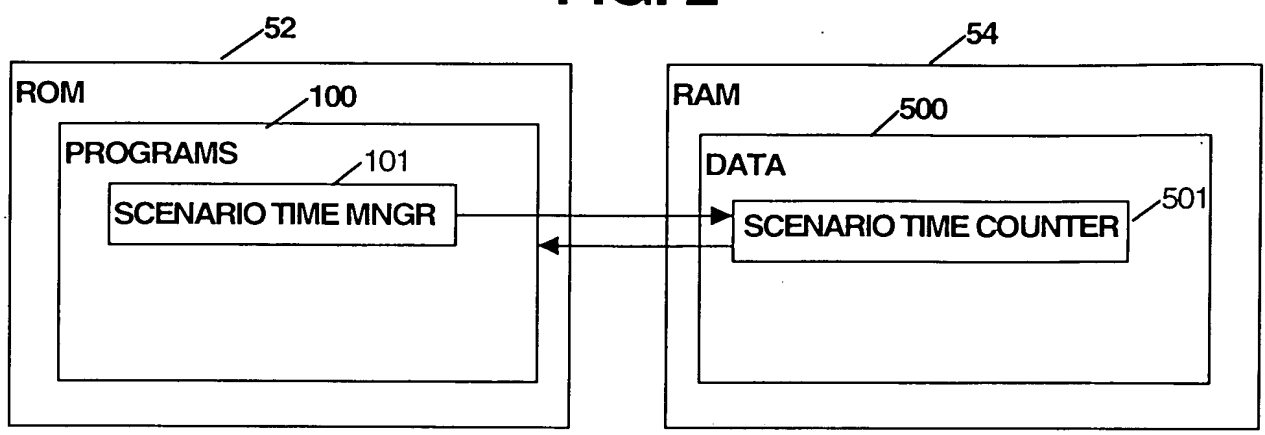


FIG. 3

CONTROL SWITCHES

70

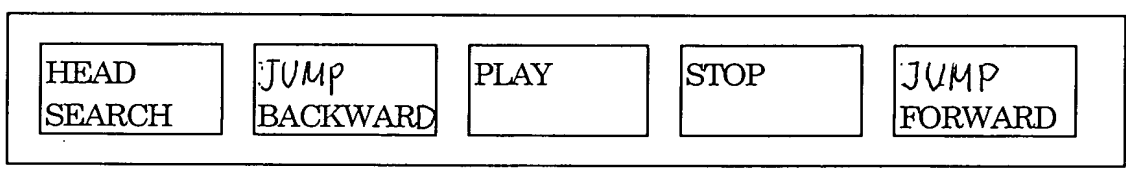


FIG. 4

OPERATED SWITCHES (or ISSUED COMMAND)	THE VALUE (Ct) OF SCENARIO TIME COUNTER
PLAY	Ct + 1 FOR EVERY FRAME PERIOD T DURING EXECUTION
JUMP FORWARD (JF)	Ct + Cj AFTER THE COMMAND EXECUTION
JUMP BACKWARD (JB)	Ct - Cj AFTER THE COMMAND EXECUTION
HEAD SEARCH (HS)	0 AFTER THE COMMAND EXECUTION
STOP	Ct AFTER THE COMMAND EXECUTION

(Cj IS A PREDETERMINED LEAP (OR JUMP) DISTANCE FOR FORWARD AND BACKWARD OPERATIONS)

FIG. 7

209

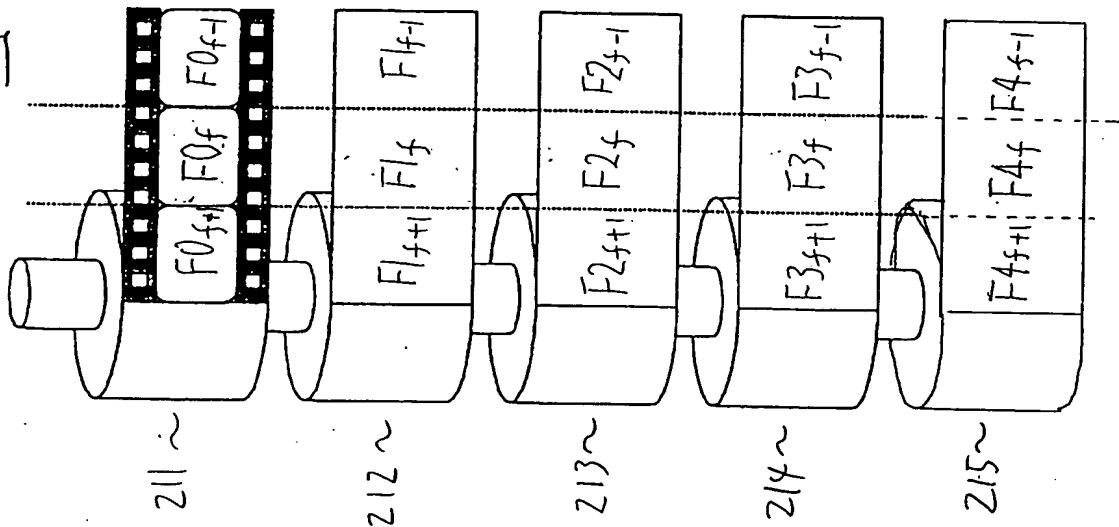


FIG. 8

20b

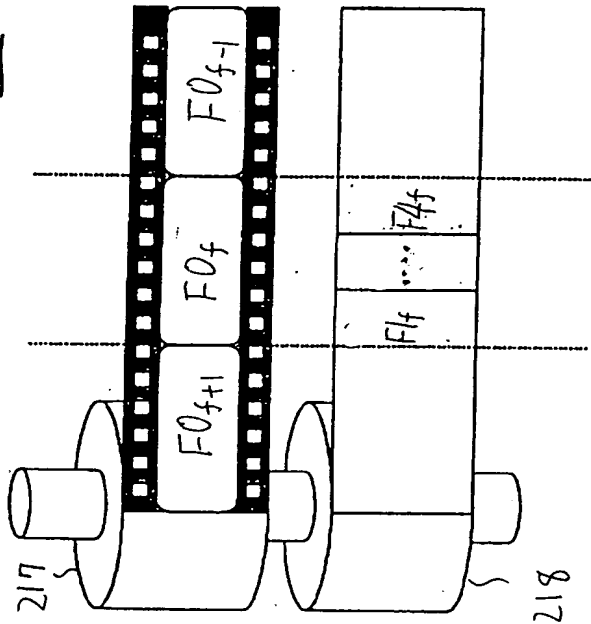


FIG. 9 ^{6/15}

20C

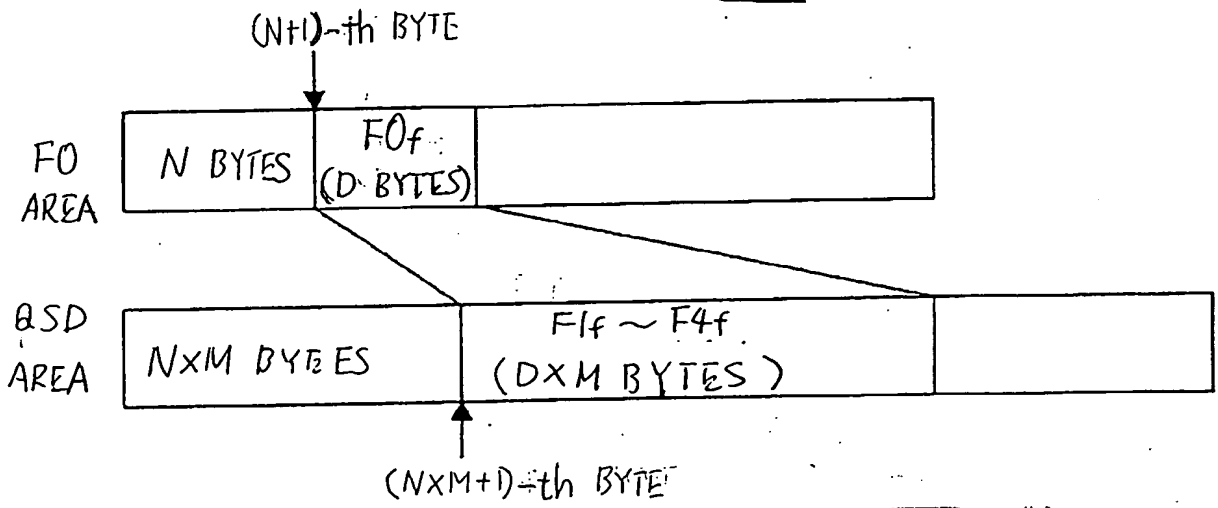


FIG. 11

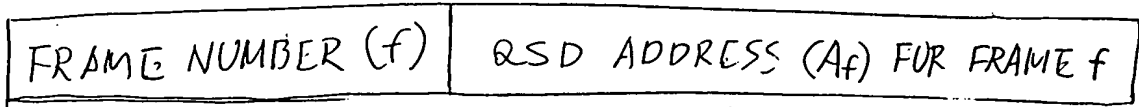
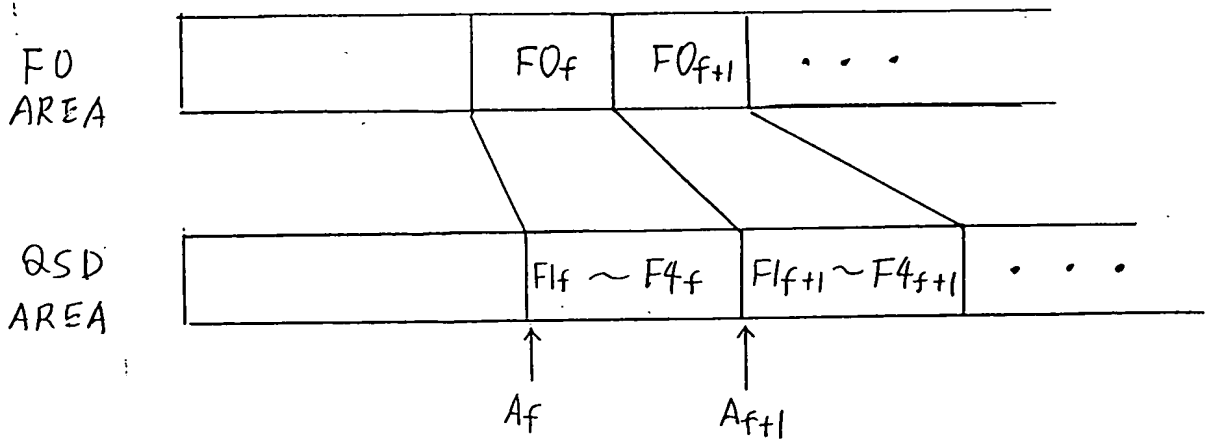


FIG. 10

20D



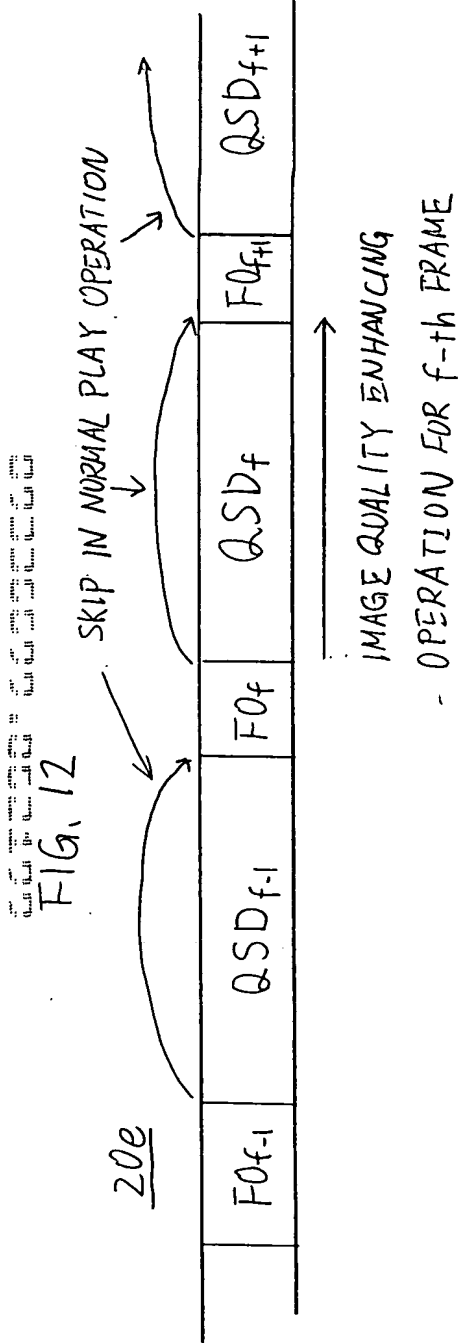
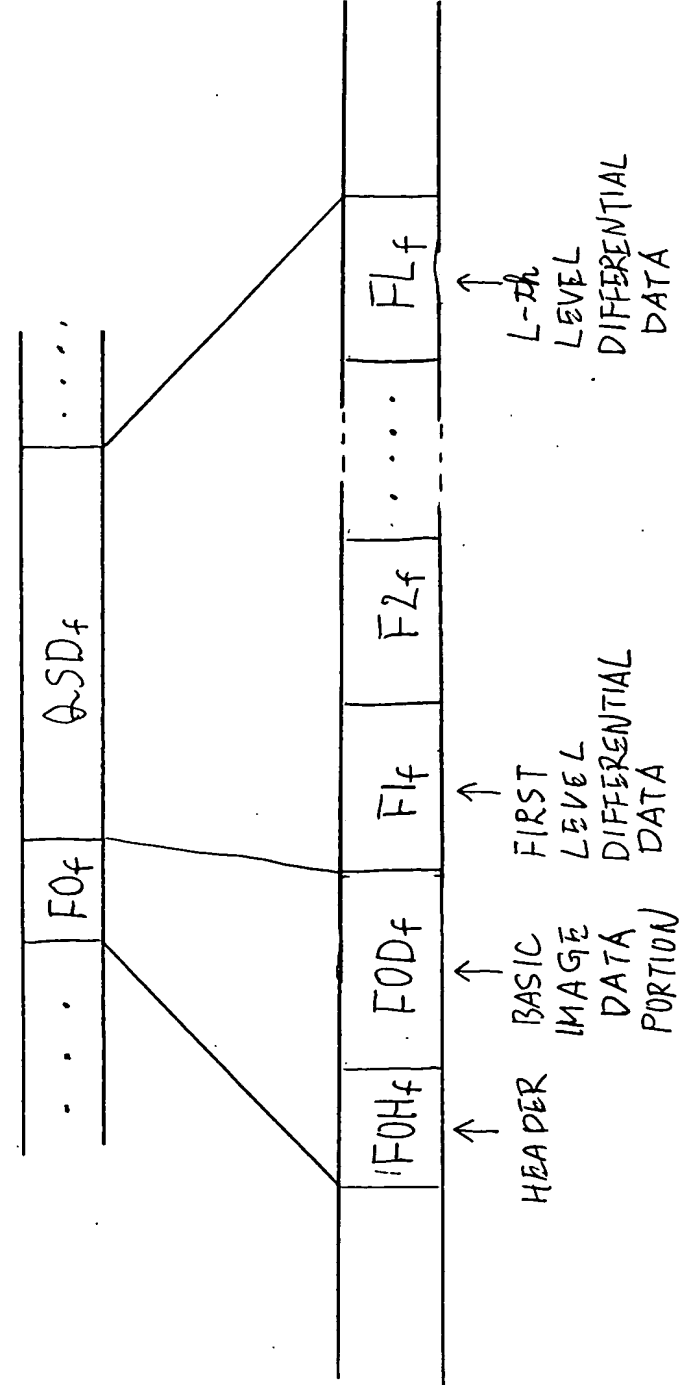
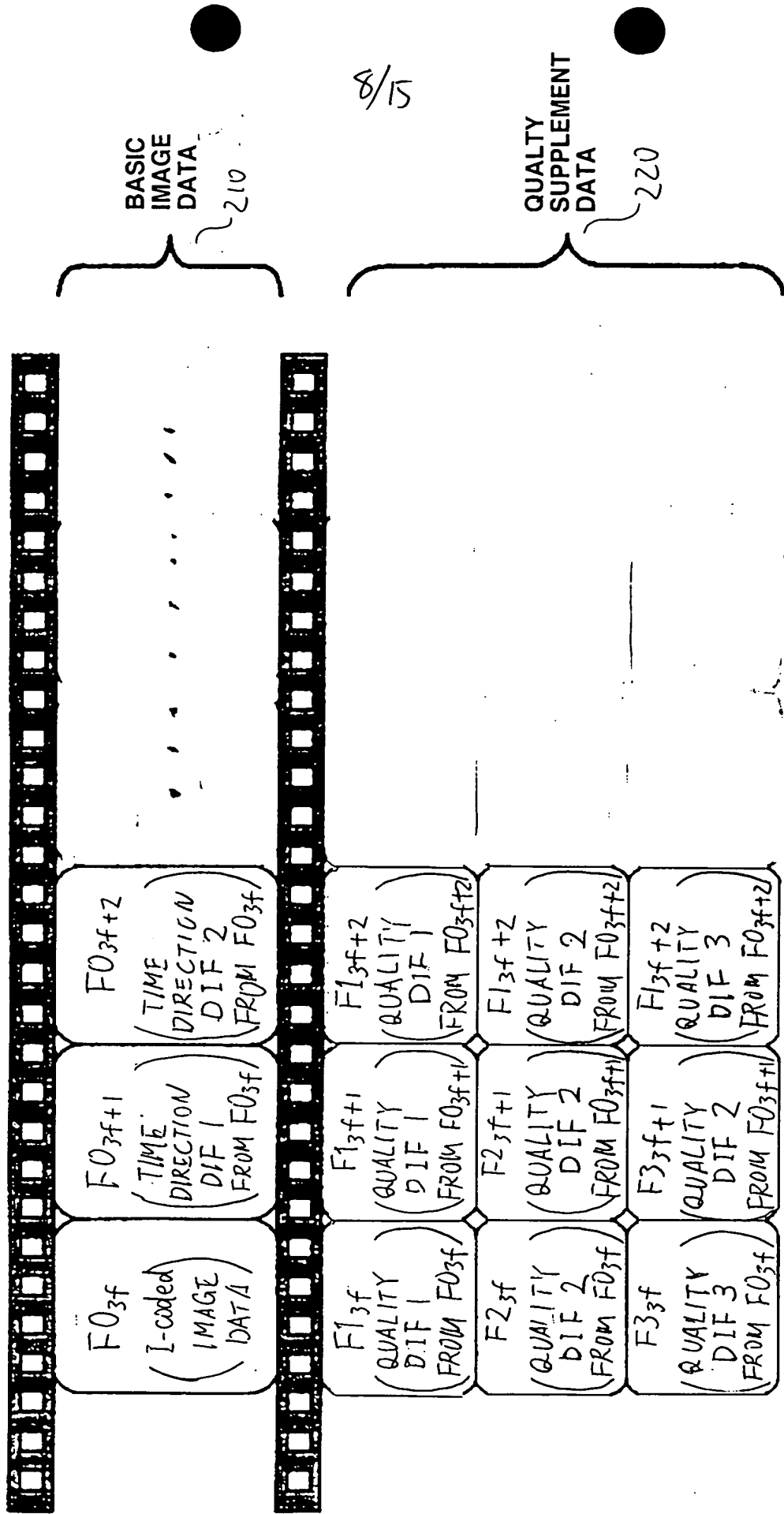


FIG. 13



U.S. GOVERNMENT PRINTING OFFICE: 1964 O 288-000

FIG. 14



9/15

FIG. 15

600

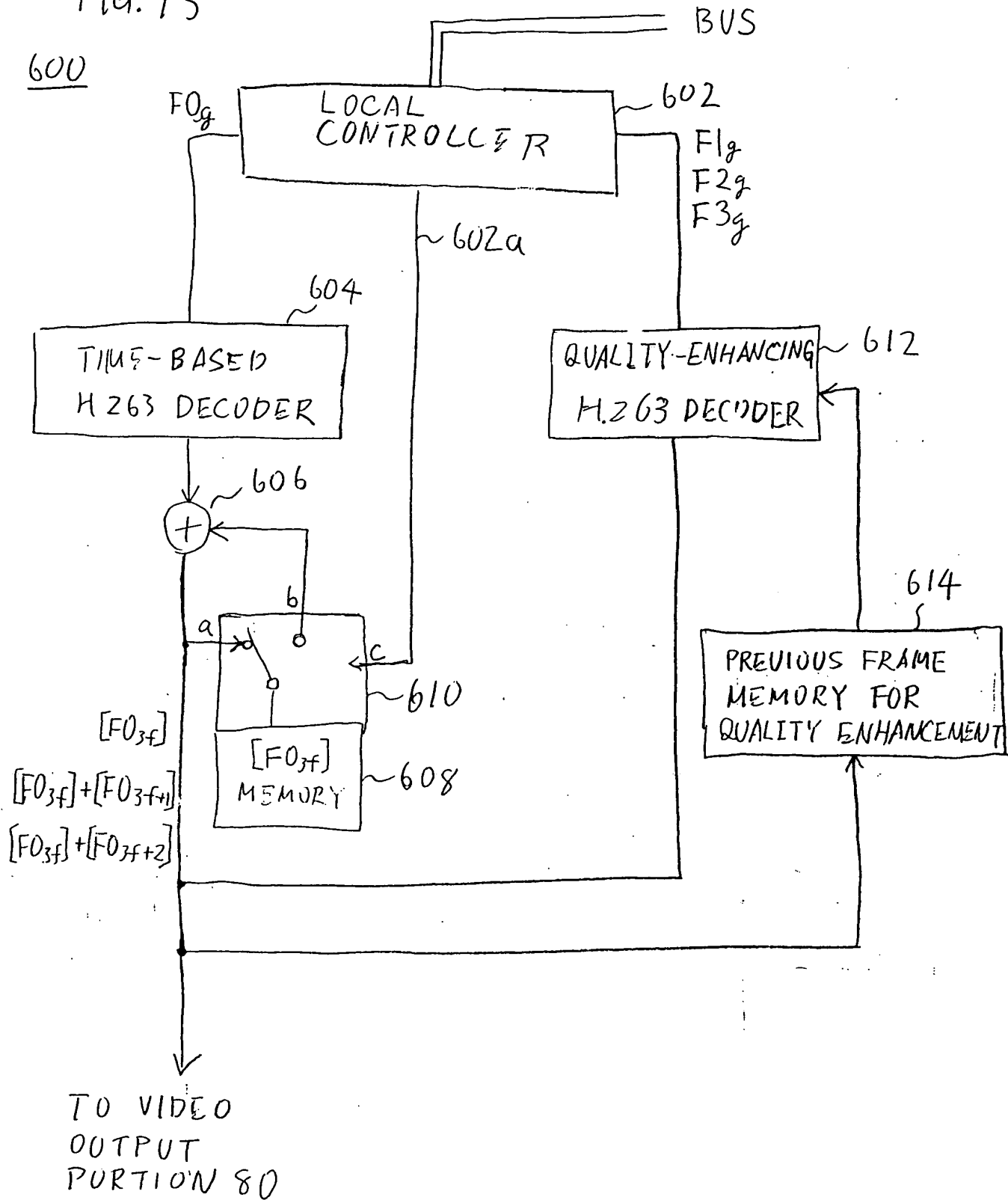


FIG. 16

SCENARIO DATA TABLE

OBJECT ID	KIND OF OBJECT	DISPLAY POSITION	DISPLAY SIZE	PRESENTATION START TIME (Ct VALUE = SCt)	PRESENTATION END TIME (Ct VALUE)
001	STILL	X=0, Y=0	800x600	0:00 (0)	3:25 (369000)
002	VIDEO	X=100, Y=100	400x300	0:00 (0)	3:25 (369000)
003	TEXT	X=20, Y=20	400x50	0:00 (0)	1:00 (108000)
004	TEXT	X=200, Y=500	500x50	1:00 (108000)	3:00 (324000)
005	STILL	X=600, Y=150	150x200	1:00 (108000)	2:00 (216000)
006	STILL	X=600, Y=450	100x100	2:30 (270000)	3:15 (351000)

10/15

FIG. 17

ACTIBE OBJECT TABLE

Ct VALUE	ACTIVE OBJECTS
0	001, 002, 003
108000	001, 002, 004, 005
216000	001, 002, 004
270000	001, 002, 004, 006
324000	001, 002, 006
351000	001, 002
369000	

FIG. 18

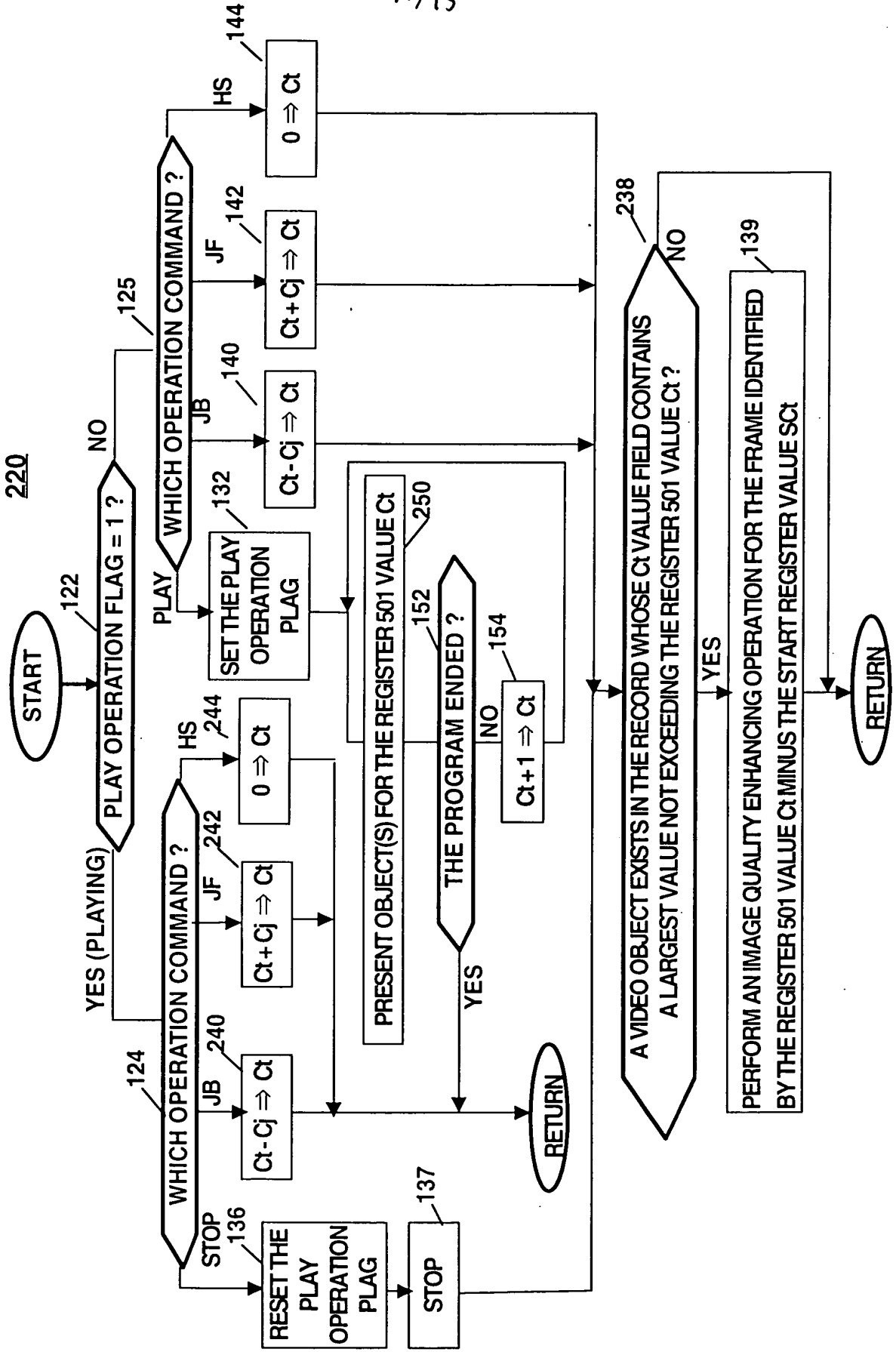


FIG. 18 is a flowchart illustrating a control loop for video object enhancement. The process begins at a START oval, leading to a decision diamond labeled 'PLAY OPERATION FLAG = 1?'. If the answer is 'NO', the flow proceeds to a diamond labeled 'WHICH OPERATION COMMAND?'. From here, three paths emerge: 'STOP' (136) leads to a process box 'RESET THE PLAY OPERATION FLAG', which then loops back to the 'PLAY OPERATION FLAG = 1?' diamond; 'JB' (140) leads to a process box 'Ct - Cj => Ct'; 'JF' (142) leads to a process box 'Ct + Cj => Ct'; and 'HS' (144) leads to a process box '0 => Ct'. All these paths then lead to a diamond labeled 'THE PROGRAM ENDED?'. If 'YES', the flow goes to a diamond labeled 'A VIDEO OBJECT EXISTS IN THE RECORD WHOSE Ct VALUE FIELD CONTAINS A LARGEST VALUE NOT EXCEEDING THE REGISTER 501 VALUE Ct?'. If 'NO', the flow goes to a process box 'Ct + 1 => Ct', which then loops back to the 'THE PROGRAM ENDED?' diamond. If 'YES' to the second diamond, the flow goes to a process box 'PERFORM AN IMAGE QUALITY ENHANCING OPERATION FOR THE FRAME IDENTIFIED BY THE REGISTER 501 VALUE Ct MINUS THE START REGISTER VALUE SCt', which then loops back to the 'A VIDEO OBJECT EXISTS...' diamond. If 'NO' to the second diamond, the flow goes to a 'RETURN' oval. Additionally, a 'STOP' (137) oval also leads to the 'RETURN' oval.

FIG. 19

OBJECT DATA TO BE TRANSMITTED

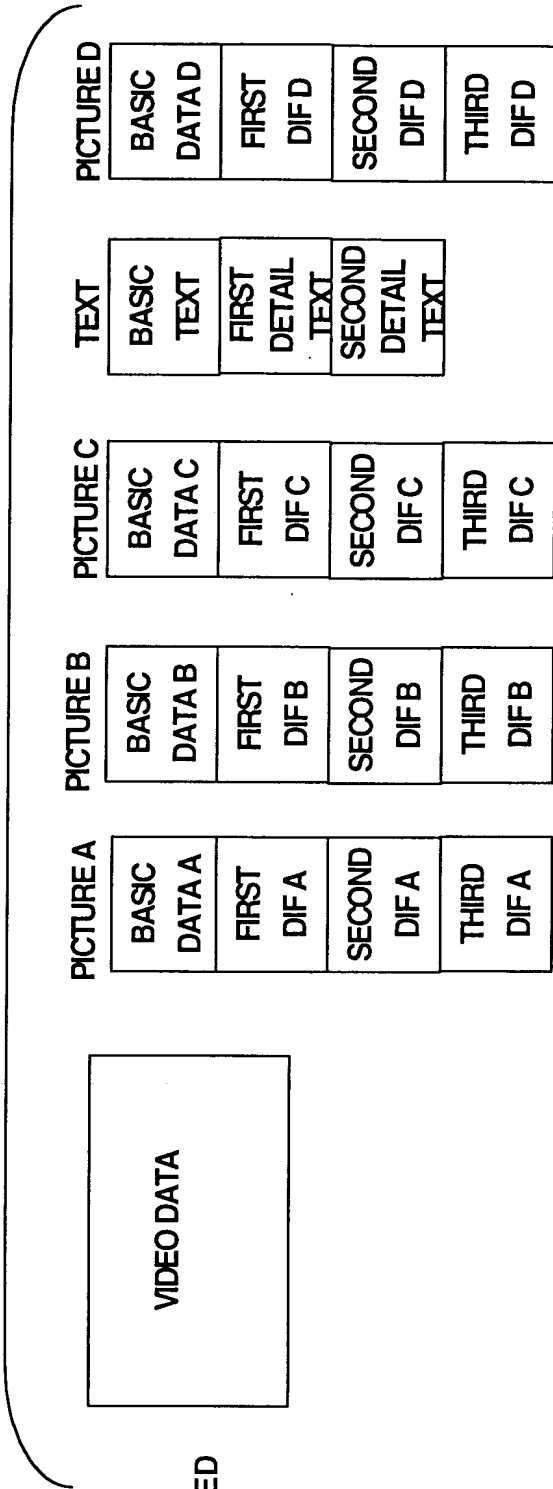


FIG. 20

SCENARIO

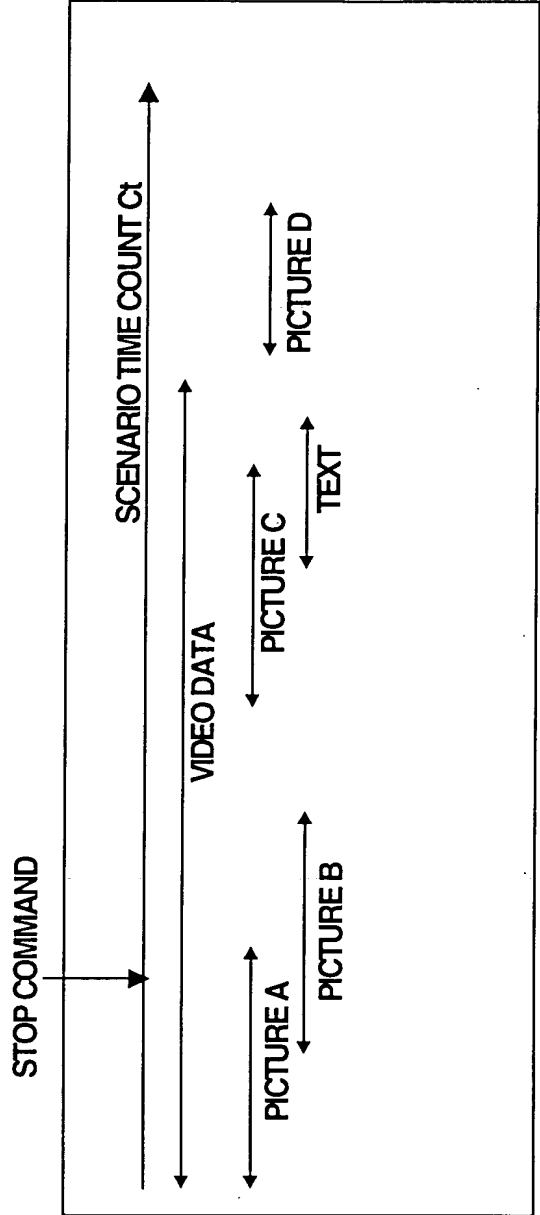
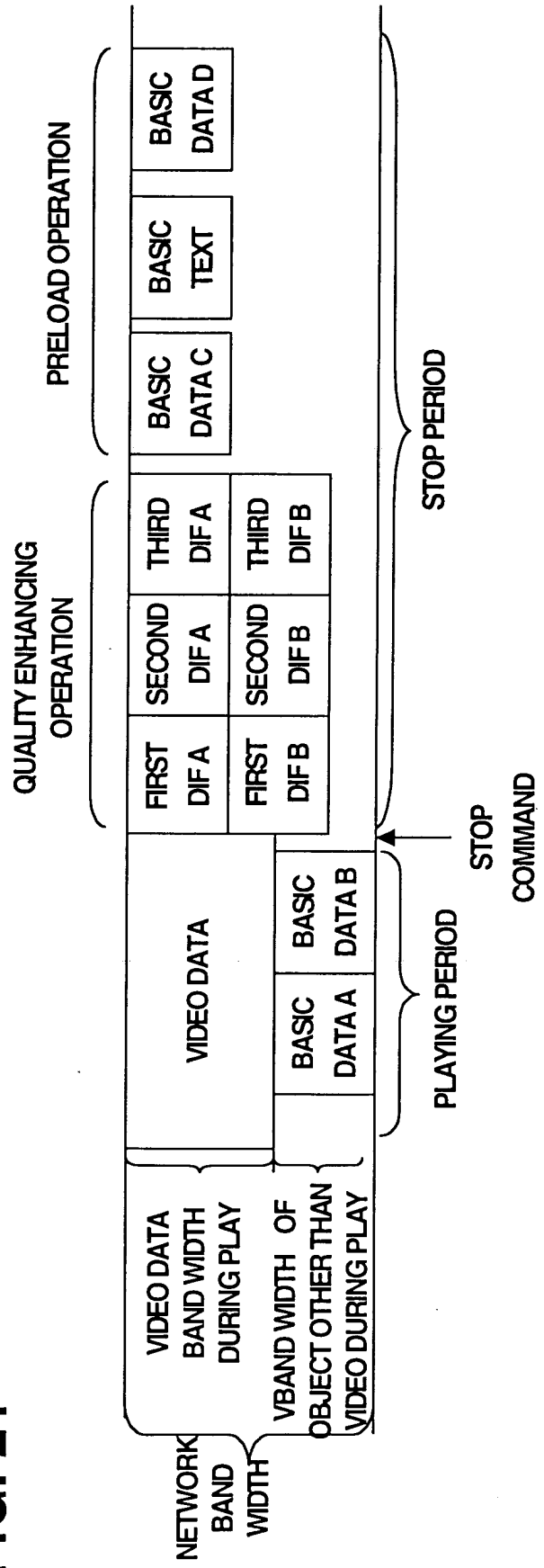
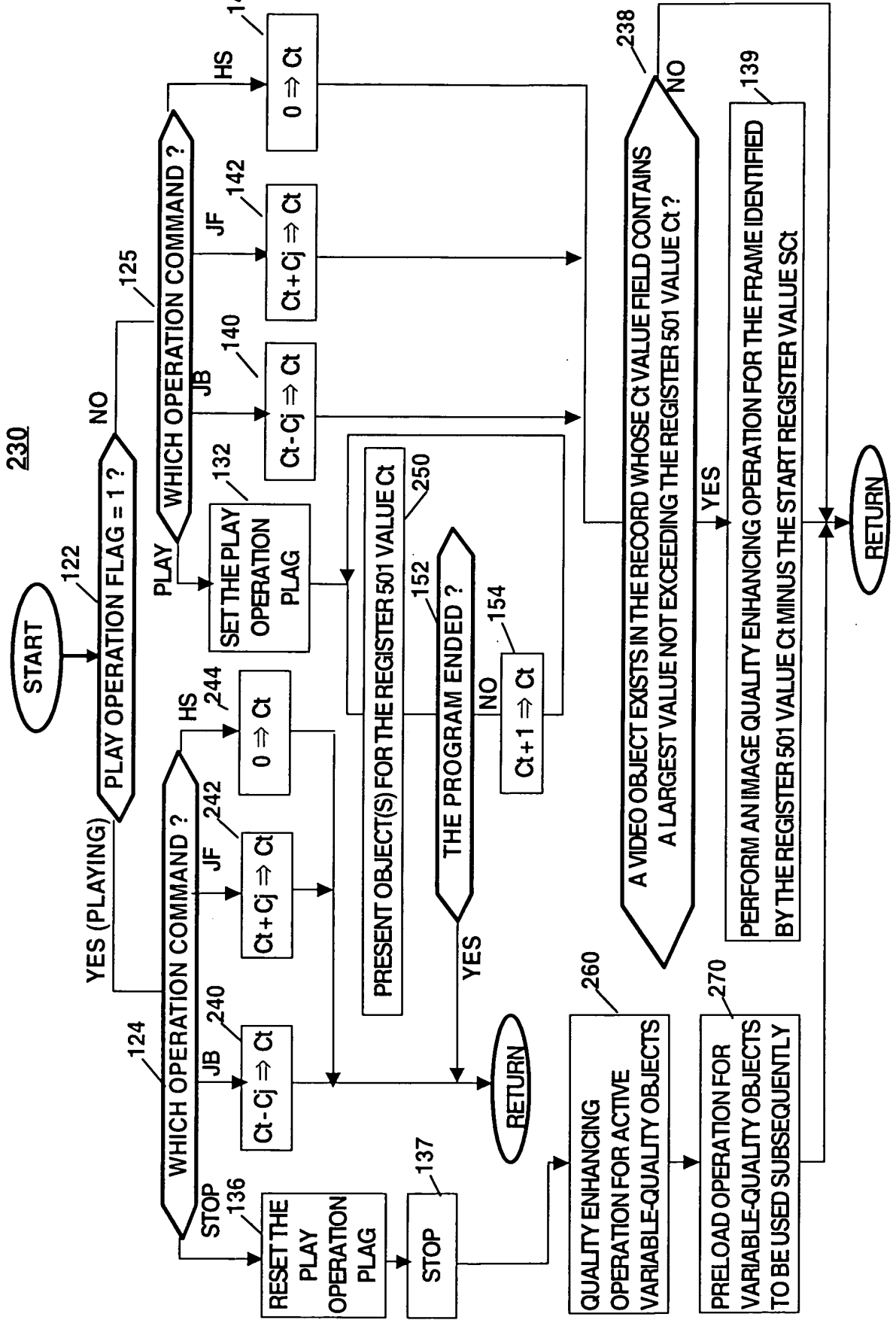


FIG. 21



14/15

FIG. 22



15/15

FIG. 23

OBJECT ID
KIND OF ONJECT
DISPLAY POSITION
DISPLAY SIZE
PRESENTATION START TIME
PRESENTATION END TIME
LOADING PRIORITY CODE (or VARIABLE-QUALITY FLAG)

265

FIG. 24

OBJECT ID	LOAD FLAG
-----------	-----------